

Montana Red Dog

The object is to beat the “hit” card in suit with any of the players five cards.

1. Players make a basic bet within house limits.
2. The dealer delivers a five card hand to each player. Players may not compare hands with each other.
 - A. Based on the rank and suit of the player’s cards, the player may Play, Raise, or Surrender.
 - B. If the player wants to Play, they place their cards face down in the Play area.
 - C. If the player wants to Raise, they make a raise bet equal to their play bet and play their cards face down in the play area.
 - D. If the player wants to Surrender, they place their cards face down in the Surrender area. The dealer takes the wager and returns half to the player and places the Surrender cards in the discard rack.
3. The dealer also has 5 cards face down in the center of the layout. When all players have acted on their hand, the dealer burns the top card and turns the “hit” card face up.
4. The dealer compares the “hit” card to the player’s hand. If the player can beat the hit card in suit, they get paid 1 to 1 on their bet and raise. If they can’t beat the hit card in suit then the house wins.

Bonus Bet: The house may also allow a bonus bet where the player makes an additional wager based on the best 5 card poker value of their 5 card hand and the hit card.

Bonus Bet Pay Scale A

Two Pair	2 to 1
Three of a Kind	4 to 1
Straight	6 to 1
Flush	8 to 1
Full House	15 to 1
Four of a Kind	50 to 1
Straight Flush	200 to 1
Royal Flush	500 to 1

Bonus Bet Pay Scale B

Two Pair	1 to 1
Three of a Kind	4 to 1
Straight	7 to 1
Flush	14 to 1
Full House	19 to 1
Four of a Kind	50 to 1
Straight Flush	300 to 1
Royal Flush	500 to 1

Bonus Bet Pay Scale C

Two Pair	1 to 1
Three of a Kind	4 to 1
Straight	7 to 1
Flush	14 to 1
Full House	19 to 1
Four of a Kind	50 to 1
Straight Flush	300 to 1
Royal Flush	1000 to 1